

CLAIMS

I claim as my invention:

1. A cheat verification system for enabling a video games console to implement a cheat for a video game, the cheat being identifiable by identification data, the cheat verification system including,

means for applying a predetermined process to said identification data to generate verification data, and

verification software, stored in the video game, for enabling the video games console to implement said cheat in response to said verification data.

2. The cheat verification system as claimed in claim 1 wherein said predetermined process is applied to said identification data by processing means at a location remote from said video games console.

3. The cheat verification system as claimed in claim 2 wherein said processing means is part of a cheatline.

4. The cheat verification system as claimed in claim 1 wherein said predetermined process is applied to said identification data by said video games console.

5. The cheat verification system as claimed in claim 4 wherein software instructions for applying said predetermined process to said identification data are

obtained from a location remote from the video games console.

6. The cheat verification system according to claim 1 wherein said predetermined process includes combining said identification data with authorisation data allocated to a player by the video games console to generate combination data, and encrypting the combination data to generate said verification data.

7. The cheat verification system as claimed in claim 6 wherein said verification software is arranged to cause the video games console to decrypt said verification data, obtain identification data and authorisation data from the decrypted verification data, and implement the cheat, identifiable by the identification data obtained from the decrypted verification data, provided the authorisation data obtained from the decrypted verification data is the same as the authorisation data allocated to the player.

8. The cheat verification system as claimed in claim 6 wherein said verification software is arranged to cause said authorisation data allocated to the player to be saved to a memory card of the video games console.

9. The cheat verification system as claimed in claim 6 wherein said predetermined process is applied by processing means at a location remote from said video games console and authorisation data allocated to the player is supplied

to said processing means via a communications link.

10. The cheat verification system as claimed in claim 9 wherein said processing means is part of a cheatline and said communications link is a telecommunications link.

11. The cheat verification system as claimed in claim 6 wherein said authorisation data is a randomly generated number.

12. The cheat verification system as claimed in claim 6 wherein said authorisation data is a number that has been prestored in the video games console.

13. The cheat verification system as claimed in claim 1 wherein said verification software is arranged to cause said video games console to apply a further predetermined process to identification data corresponding to said cheat to generate further verification data, said predetermined processes having a predetermined relationship, compare the verification data generated by the respective predetermined processes and enable the video games console to implement said cheat in dependence on the comparison.

14. The cheat verification system as claimed in claim 13 wherein said predetermined processes are identical and said verification software enables the video

games console to implement the cheat provided the compared verification data are the same.

15. The cheat verification system as claimed in claim 13 wherein said predetermined processes include application of an encryption algorithm.

16. The cheat verification system as claimed in claim 1 for enabling the video games console to implement different player-selectable cheats for the video game, the different player-selectable cheats being identifiable by different respective said identification data.

17. The cheat verification system as claimed in claim 1 wherein said predetermined process is applied by processing means at a location remote from said video games console, and said verification data generated by said processing means is supplied to said video games console by a player.

18. The cheat verification system as claimed in claim 1 wherein said predetermined process is applied by processing means at a location remote from said video games console, and said verification data generated by said processing means is supplied to said video games console over a communications link.

19. The cheat verification system as claimed in claim 18 wherein said

communications link directly interconnects said processing means and said video games console.

20. The cheat verification system as claimed in claim 19 wherein said communications link is an Internet link.

21. The cheat verification system as claimed in claim 1 wherein said identification data is not available to a player.

22. The cheat verification system as claimed in claim 6 wherein said authorisation data is a four digit number.

23. The cheat verification system as claimed in claim 1 wherein said identification data is a two digit number.

24. The cheat verification system as claimed in claim 1 wherein said verification software includes said identification data.

25. The cheat verification system as claimed in claim 1 wherein said predetermined process is applied to said identification data by processing means at a location remote from said video games console, and said identification data is prestored in said processing means.

26. A video game said including verification software for use in said cheat verification system as claimed in claim 1.

27. A cheat verification method for enabling a video games console to implement a cheat for a video game, the cheat being identifiable by identification data, the cheat verification method including the steps of applying a predetermined process to said identification data to generate verification data, and

enabling the video games console to implement said cheat in response to said verification data.

28. The cheat verification method as claimed in claim 27 wherein said predetermined process is applied to said identification data at a location remote from said video games console.

29. The cheat verification method as claimed in claim 28 wherein said predetermined process is applied to said identification data by processing means at said location being part of a cheat line.

30. The cheat verification method as claimed in claim 27 wherein said predetermined process is applied to said identification data by said video games console.

31. The cheat verification method as claimed in claim 30 including obtaining software instructions for applying said predetermined process to said identification data from a location remote from said video games console.
32. The cheat verification method as claimed in claim 31 wherein said location is a website.
33. The cheat verification method as claimed in claim 27 wherein said predetermined process includes combining said identification data with authorisation data allocated to a player by the video games console to generate combination data, and encrypting the combination data to generate said verification data.
34. The cheat verification method as claimed in claim 33 wherein said enabling step includes using verification software stored in said video game to cause the video games console to decrypt said verification data, obtain identification data and authorisation data from the decrypted verification data and implement said cheat, identifiable by the identification data obtained from the decrypted verification data, provided the authorisation data obtained from the decrypted verification data is the same as the authorisation data allocated to the player.
35. The cheat verification method as claimed in claim 34 wherein said

verification software is used to cause said authorisation data allocated to the player to be saved to a memory card of the video games console.

36. The cheat verification method as claimed in claim 33 wherein said predetermined process is carried out at a location remote from the video games console and said authorisation data allocated to the player is supplied to said location via a communications link.

37. The cheat verification method as claimed in claim 33 wherein said authorisation data is a randomly generated number.

38. The cheat verification method as claimed in claim 33 wherein said authorisation data is a number that has been prestored in the video games console.

39. The video game including software arranged to enable a video games console in which the video game has been loaded to carry out at least said enabling step of the cheat verification method according to claim 27.

40. The video game as claimed in claim 39 wherein said software enables the video games console to apply said predetermined process to said identification data to generate said verification data.